

Justin "Fight2Win" Wrong/24/Human

Birthplace: Palm Island

Rank: Mid to High Tier Battler

Role: Recurring joke character, capable of rising to an actual side character

Namesake/Inspiration: Street Fighter pro Justin Wong and SSB Melee pro Mew2King

Summary:

An overweight nerd who wears moe t-shirts in public, sunglasses, a vest, a flowing bandana and fingerless gloves. He acts very 'honorable' and thinks he looks really cool all the time but really he doesn't. Ever since his childhood Justin has had a mastery of the fighting game genre, winning every tournament for every major game he entered and never losing a single match. Justin's prowess was so pronounced that he could correctly predict every input his opponent would make in any situation just by watching them play a single round and studying their psyche.

As he grew older the FGC became less tolerant of his skill and eventually he was banned from all tournaments. Despite having enough money to live off with his prize earnings for the rest of his life, Justin yearned to fight once again in any manner he could. He discovered that his skill at fighting games was amplified by a hidden aptitude within him for 'the power' all along, and over the course of many real world battles he was able to unlock his true potential in the 3D world. He struggled for quite a while in the low ranks because he is an unfit weeaboo with the mind of a strategic genius. Even though his brain was constantly showing him the way to win battles his body was physically unable to keep up.

After much experimentation Justin was able to devise a fighting style that made up for his weakness. He basically taught using a fighting game's disk as a conduit to summon a 3D manifestation of a fighting game character and then control them using a fight stick. Justin is a quintessential puppeteer-type fighter and they will not move without his inputs. His characters are capable of doing all the crazy things they do in their respective games including glitches and exploits. He'd juggle between various parodies of famous fighting game characters such as Ken, Ryu, Chun-Li and the like.

I had a funny idea for his ultimate attack which is him pulling out a gamecube disc/controller and using it to summon a very obvious parody

of Fox McCloud, the infamous Melee top tier pick. If you didn't know, Fox is so insanely good that to play him at the top level of competitive play requires godlike dexterity to the effect that quite a few top level of players have permanently injured their hands and wrists from playing fox. Not kidding, one of the best Fox players in the world basically lost all the cartilage in his wrist and had to retire because of how hard he kept pushing himself as Fox.

So, it's his final attack because it's a tremendous risk to himself. The longer he plays Not-Fox the closer he gets to breaking his hands which would be an instant 'game over' for him and he'd have to surrender.

Possible power-ups through the story could be summoning extra arms either via energy or robotic to control multiple characters at once or replacing his hands with robot ones permanently to use Not-Fox. He would likely be within the top 100 if he actually got in shape and trained his body and learned to fight in-tandem with his summoned characters, but this so far eludes Justin. He's an example of someone with a lot of potential who may very well never live up to it. Or will he? Time will tell.

Attack Naming Scheme:

Depending on his current character his attacks will be parodies of famous fighting game character moves and it will show the input he just made directly under his attack name.